

contents

1	INTRODUCTION	2
2	INSTALLATION	2
	A. auto installation.....	2
	B. Installing without Autoplay.....	3
	C. Uninstalling.....	3
3	RUNNING REDLINE RACER	3
4	CONTROLS	4
	A. Default Settings.....	4
	B. How to change your controls.....	5
5	QUICK START	7
6	MORE INFORMATION ON RACING	8
7	THE MAIN MENU	9
8	IN-GAME CONFIGURATION	10
	A. How to change your name.....	10
	B. How to change the sound volumes.....	11
	C. How to change the graphics settings.....	11
9	MULTI-PLAYER GAME	13
	A. LAN games.....	14
	B. Internet games.....	16
	C. Modem games.....	18
	D. Serial connection.....	19
10	TROUBLESHOOTING	20
11	NETWORK TROUBLESHOOTING	23
	A. Explanation of multi-player error messages.....	25
12	CREDITS	27
13	TECHNICAL SUPPORT	28

1. INTRODUCTION

Thank you for purchasing Redline Racer. We hope you'll have as much fun playing it as we have had developing it. Come and visit the Redline Racer pages on the Ubi Soft web site (www.ubisoft.com). Tell us what you think of the game, get technical help, hints and tips and of course lots, lots more. Also, while you're there, don't forget to register your copy of Redline Racer.

Hang on to your helmet!

Redline Racer is a spectacular and challenging motorcycle racing game that, for the first time, brings a pure 3D arcade racing experience to the PC. As you blast through ten stunning tracks from all over the world, you'll discover a large variety of special effects that will enhance your racing experience. The excitement will reach a new level when you live the Redline Racer online experience. Not only is Redline Racer a must-have for 3D board owners, it's pure fun!

2. INSTALLATION

A. AUTO INSTALLATION

Redline Racer features AutoPlay technology, which means that you will be prompted to start installation when you insert the CD into the drive. If AutoPlay is not active on your machine, simply follow the instructions below, 'Installing without AutoPlay'.

Once the install program is running just follow the on-screen prompts and soon Redline Racer will be up and running on your machine.

B. INSTALLING WITHOUT AUTOPLAY

- a. Insert the Redline Racer CD-ROM into your CD drive.
- b. Double click the 'My Computer' icon on your desktop.
- c. Double click the Redline Racer CD icon.
- d. Follow the on-screen prompts.

C. UNINSTALLING

If for any reason you wish to uninstall the game there are various ways to do this. Here are two:

- a. Re-insert the Redline Racer CD into your CD drive.
- b. It will AutoPlay presenting you with the options to 'Run', 'Uninstall' and 'Quit'.
- c. Simply click 'Uninstall' and follow the on-screen prompts.

Alternatively:

- a. From Windows, click 'Start' then move up to 'Programs'.
- b. Move to the games directory (the default is Criterion Studios).
- c. Click on the 'Uninstall Redline Racer' icon.
- d. Follow the on-screen prompts and Redline Racer will be removed from your system.

3. RUNNING REDLINE RACER

Once installed you can start the game by selecting the Start button on your Windows desktop, then 'Programs' and locate the Program group you selected during installation (the default is Criterion Studios). Select Redline Racer and the game will begin loading. Alternatively just insert the Redline Racer CD into your CD drive and from the AutoPlay screen select 'Run Redline Racer'.

4. CONTROLS

A. DEFAULT SETTINGS

These are the default keyboard settings after installation. They can be changed and you can also configure the game to use a joystick or mouse (see B).

LEFT	LEFT CURSOR KEY
RIGHT	RIGHT CURSOR KEY
ACCELERATE	LEFT SHIFT KEY
BRAKE	LEFT CTRL KEY
UP GEAR	UP CURSOR KEY
DOWN GEAR	DOWN CURSOR KEY
TURBO	A KEY
SIGNAL	Z KEY
PAUSE RACE	ESCAPE KEY

FUNCTION KEYS:

F1	HELP
F2	TOGGLES THROUGH CAMERA VIEWS.

B. HOW TO CHANGE YOUR CONTROLS

KEYBOARD

- a. From the 'Main Menu' click on 'Configure'.
- b. Next, click on 'Controls'.
- c. A screen will appear listing the bike actions and the relevant control method.
- d. Say for example you want to change the accelerate action. Click on 'Accelerate', then press the new key you wish to use, it will then change to the new key.
- e. Continue until you have assigned all the controls.
- f. Click 'OK' when you're done.

Note: When you leave Redline Racer the configuration is saved so you will only need to do this once (unless you change your mind or reinstall the game).

JOYSTICK

This guide assumes that your joystick is set up, plugged in and configured. If it's not, then check out 'Why doesn't my joystick work?' in the Troubleshooting section of this manual.

- a. From the 'Main Menu' click on 'Configure'.
- b. Next, click on 'Controls'.
- c. A screen will appear listing the bike actions and the relevant control method.
- d. By default it's set to use the keyboard.
- e. To change this click on the control you want change e.g.'Accelerate', then press the joystick button you wish to use (let's say Fire). The Accelerate control changes to the new action (i.e. Button One).
- f. Then change all the other controls. So, to change 'Turn Left'. Click on 'Turn Left', then pull the joystick left. The action changes to 'Joy Left'.
- g. Continue until you have assigned all the controls. Then click 'OK'.

Note: When you leave Redline Racer the configuration is saved so you will only need to do this once (unless you change your mind or reinstall the game).

FORCE FEEDBACK

Redline Racer includes Force Feedback support. Once you have configured your Force Feedback joystick in Windows you should be able to turn it to 'on' in the Configure Controls screen.

MOUSE

- a. From the 'Main Menu' click on 'Configure'.
- b. Next, click on 'Controls'.
- c. A screen will appear listing the bike actions and the relevant control method.
- d. By default it's set to use the keyboard, therefore the game needs to be configured for the mouse.
- e. Click on 'Accelerate', and then press the mouse button you wish to use (e.g. the left button). The Accelerate control changes to the new action (i.e. Mouse left button).
- f. Then to change 'Turn left'. Click on 'Turn Left', then move the mouse to the left. The action changes to 'Mouse left'.
- g. Continue until you have assigned all the controls.
- h. Click 'OK' when you're done.

Note: When you leave Redline Racer the configuration is saved so you will only need to do this once (unless you change your mind or reinstall the game).

5. QUICK START

Each time you load Redline Racer you will be taken to the game's splash screen. Click 'Start' to go to the Main Menu (see below for an explanation of each of the Main Menu buttons). From here you can choose to start racing straight away or configure your sound, graphics and control settings. To get help at any time press the F1 key. To begin racing straight away just follow the step-by-step guide below:

- a. Run the game using one of the methods explained above.
- b. Click 'Start' to leave the splash screen.
- c. Before you can start racing you'll need to enter your name. The default name is "Redline", however, any races you play will automatically be saved using this name so it is probably a good idea to enter your own unique name. To do this click on the name box and type in your name. Alternatively, use the arrow keys to scroll through the letters until you get to the required letter and then click 'Select'. When you're finished, click 'OK'.
- d. Next choose your team. Use the arrow keys to scroll through the available options and when the team you want to join is displayed click 'OK' to move on. On this screen you can also select 'Male' or 'Female' rider as appropriate.
- e. Next you are presented with the game's Main Menu. From this menu you can access all the functions of the game. For example if you want to play a straightforward Arcade game, click on 'Arcade'.
- f. Now choose your track. You can browse through all the available tracks using the arrow keys (more tracks will become available the better you get). If for instance 'Sierra Dorado', a track set in the scorching desert sun appeals to you, find it, then choose the difficulty level by selecting the appropriate button. You can now click 'OK'.

- g. Next, choose your bike. All the bikes handle differently and some are better suited to certain types of track. ‘Sierra Dorado’ is a dry desolate place and solid tarmac roads mean fast racing. So the most suitable bike would be one with a high top speed. The characteristics of the bikes (top speed, acceleration, handling and braking) are displayed in a graph below each one. Select a bike and click ‘OK’ when you’re ready.
- h. Finally, choose the bike’s transmission. ‘Automatic’ transmission will let the computer change the bike gears for you. After some practice it’s worth trying out the ‘Manual’ gearbox as with a bit of skill you can squeeze that extra bit of power from the bike. Click ‘OK’ and off you go.

6. MORE INFORMATION ON RACING

At the end of each race you’ll get a race results menu that allows you to start the race again, view an action replay, view the highest scores or exit the race. Exiting the race takes you back to the Main Menu.

When you first start playing, not all of the game’s features are available. It requires skill to gain access to all available bikes and tracks! For example, some of the tracks and bikes will appear as ‘Not available’. To gain access to these and other tracks, reverse tracks and more bikes you must win each of the previous tracks at increasing difficulty levels.

When you finish each game your progress is saved (using the name you entered at the start or the default name). If you wish to play the game from scratch you can enter a different player name using the configure options.

For more hints and tips on how to access more tracks and bikes and how to get better at the game visit our web site (www.ubisoft.com) using the link provided in the Main Menu.

7. THE MAIN MENU

From here all other screens can be reached. Here is a breakdown of each of the options:

ARCADE

This starts an Arcade race where you will race against a number of computer controlled opponents. The more races you win, the more different tracks and bikes will become available to you.

TIME TRIAL

Use this option to practice each course and develop your driving skills. The fastest laps and races are recorded in the Best Times chart. After your initial race a ghost rider (who will race your last race) will challenge you. You can't hit him, but you can use him to gauge your driving and push yourself even faster.

NETWORK

Selecting this option will begin a multi-player game. Here you can race against up to 7 other people on any of the available tracks (See 'How to play a multi-player network game' Section 9).

CONFIGURE

This brings up the Configuration Menu where you have the chance to change your team and name, as well as sound and graphics options. (See relevant sections below for more info).

WEB PAGE

If you have a valid Internet connection and browser then this will link you to the Redline Racer Web page where you can find up-to-date info on the game and even some extra things too! Once you have finished browsing the web site just exit from your browser and Redline Racer will start up again.

DEMO

Here you can preview a track. The computer will race a bike around the track of your choice. This demo will also load automatically if your computer receives no user input for more than a minute. Once running just press the Escape key to exit the demo and return to the Main Menu.

8. IN-GAME CONFIGURATION

A. HOW TO CHANGE YOUR NAME

The very first time you run Redline Racer you are asked to enter your name. If you want to start a new game from scratch or change your name here's how:

- a. From the Redline Racer Main Menu, click on 'Configure'.
- b. Click on 'Name'.
- c. Look familiar? Just enter your name by either scrolling through the letters or by clicking in the name box and typing it in.
- d. When you're done, click 'OK'.

N.B. any races you win will be saved under the name that was entered at the start of the race. So, if you enter a new name you will start the game back at the beginning, i.e. with only 3 bikes and 3 tracks available.

B. HOW TO CHANGE THE SOUND VOLUMES

The in-game sounds are totally adjustable. To customize the sounds follow these steps:

- a. From the Main menu click on the 'Configure' button.
- b. Then, click on 'Sound'.
- c. Now just click and drag the sliders for each area of the sound:
 - 'CD-Audio' adjusts the music volume.
 - 'Effects' adjusts the engine and spot effect volumes.
 - 'Speech' changes the volume of the in-game speech.
- d. When you're done click 'OK' and your new volumes will be saved, even when you leave the game.

C. HOW TO CHANGE THE GRAPHICS SETTINGS

Want even more detail? Or maybe just want things to be a little brighter; all this can be done through the 'Graphics Options' menu.

- a. From the Main Menu select 'Configure'.
- b. Next Choose 'Graphics'.
- c. Now you'll see a number of sliders that you can change, (details below).
- d. To change these options just click and drag on the sliders and adjust them to the desired level.
- e. When you're done click 'OK'.
- f. The options are saved when you quit so you should only have to change them once

BUT WHAT DO THE GRAPHICS OPTIONS ACTUALLY MEAN?

GEOMETRY DETAIL

Varies the amount of polygons used to draw the bikes and the riders. The higher this setting, the more polygons will be used. The more polygons that are used the less

angular and blocky the bike and rider will appear. (The higher detail, the more work the computer has to do. Having the highest detail setting may slow the game down.)

TEXTURE DETAIL

Varies the resolution of the texture maps used in the world. The higher the detail, the higher the resolutions of textures will be used. This will allow you to see more detail in the environment, and the image will appear sharper. (having high texture detail takes up more memory. This may cause the game to take longer to load and might degrade performance if Windows runs out of memory to store the textures. As with all the graphics options it will depend on the power of your PC as to how high you can set this option.)

VIEW DISTANCE

Varies the distance that can be viewed within the game. The higher the setting, the further you can see into the distance. The further you can see, the more polygons will need to be drawn. (This means that the higher the setting the slower the performance of the game. On slower machines you may need to decrease this setting to get acceptable performance.)

FIELD OF VIEW

This setting varies how much of the world can be seen width and height wise. It is equivalent of changing the focal length of a camera. The default field of view setting is the middle of the range. At this setting the field of view angle is in the centre of the range. This gives a field of view of 106° . The minimum field of view angle is 90° , while the maximum is 118° .

GAMMA CORRECTION

Gamma correction is a method of making colors appear more correctly on your monitor. Every monitor and every video card has a different response to values input. Each color will appear different from system to system. Gamma correction allows the user to alter the colors that are displayed to compensate for these differences in hardware. Gamma correction is only performed on objects as they are loaded into Redline Racer. You'll see the effect of the gamma correction once the game starts. Setting gamma correction to the maximum will tend to make colors brighter and have less contrast. The minimum setting will tend to produce a darker image with more contrast.

9. MULTI-PLAYER GAME

Redline Racer supports up to 8 player network games via Local Area Network (LAN/IPX), Internet (TCP/IP) and modem. You can also play a 2-player game using a serial connection. This section explains how to create new games and join existing ones using each of these methods.

If you experience any problems or encounter any errors when following this guide please check out the 'Network troubleshooting' section below.

In any network game one player acts as the game 'host', i.e. that player will create a game and then all the other players will connect to it. As host you choose the track on which the game is to be played, the number of players in the race and whether any computer bikes are to be included.

A. LAN GAMES

To play any game using your LAN you will need to ensure that each machine is properly connected to the network and has IPX correctly installed. For more information see the Network Troubleshooting section of this manual.

HOW TO HOST A LAN GAME

- a. Start Redline Racer on each PC and ensure that each player enters their own unique name (so that they can all be easily identified in the race).
- b. From the Main Menu, click on 'Network'.
- c. This will take you to the 'Select Connection' screen. Choose the connection type (in this case choose 'IPX connection for Direct Play') and click 'OK'.
- d. You will see a message telling you that the game is connecting to your service provider and checking for existing games. Once successful you will see the 'Select Game' screen which will display any currently available games. Click on 'Create'.
- e. The network game screen will appear. Your name will be displayed in the top left-hand box. The seven boxes below your name will fill up as other players join the game.
- f. You can 'talk' to other players by typing in the box next to your name. Other people's messages appear next to their names.
- g. If you wish to include computer controlled bikes in the race click once on one of the empty boxes and it will change to say 'Computer'. (The maximum number of bikes is always 8). Click twice more to remove the computer bike.
- h. If you wish to prevent more than a certain number of players joining your game (for example, if you want to play with 4 friends and don't want anyone else to join) click twice inside each box you wish to lock out. A padlock sign will appear in the box. Click again to unlock it.

- i. Select the track and your bike. N.B. You can select any track that is currently available to you, although, you may find that you have access to tracks that other players have not (because you have progressed further in the game than they have). If this is the case you will not be able to race on that track.
- j. Each of the players who have joined your game will have a cross next to their name when they enter this screen. Once they are ready to race, this cross will become a tick. Once all players have ticks next to their names the OK button will appear in the bottom right of the screen. Click OK and the race will start loading.
- k. The game will continue until all the players have crossed the finish line. Then, you will be presented with the game result screen. From here you will be returned to the Main Menu where you can start again.

HOW TO JOIN A LAN GAME

- a. Run Redline Racer and make sure you enter a name (this is used to recognize you on the network).
- b. From the Main Menu click on 'Network'.
- c. This will take you to the 'Select Connection' screen. Choose the connection type (in this case 'IPX connection for Direct Play').
- d. You will see a message telling you that the game is connecting to your service provider and checking for existing games. Once successful you will see the 'Select Game' screen which will display any currently available games. Choose the one you wish to play and click on 'Join'. If there are no games available then you can either wait for a new game to be started by someone else or you could host your own (see 'How to host a LAN Game').
- e. Now you will see the 'Network Game' screen. Here you can see a list of people who are in your game and you can 'talk' to them by clicking in the box by your name and typing

- a message. Their reply appears next to their name.
- f. The Host may have included computer bikes in the race or may have chosen to 'lock out' some places. A padlock icon inside the relevant box depicts the latter.
 - g. Now choose a bike and look at the track picture to see which track the Host has chosen.
 - h. When you are happy with your bike click OK so that the Host knows you are ready to start.
 - i. Wait until all of the other players have joined the race - you will know when this has happened as the track will automatically start to load. This may take a few minutes.
 - j. The race will end when everyone has crossed the finish line.
 - k. Then, you'll get a race results screen. From here you will be returned to the Main Menu where you can start again.

B. INTERNET GAMES

To play any game over the Internet you will need to have a valid Internet connection. You may also need to know your IP address. For details of how to find out the IP address of your machine and for more information on possible errors you may encounter please see the Network Troubleshooting section of this manual.

HOW TO HOST AN INTERNET GAME

To host an Internet game, follow the instructions for hosting a LAN game above. However, at step four select 'Internet TCP/IP connection for Direct Play' instead of 'IPX'. This tells the computer that you wish to use the Internet as your connection method.

HOW TO JOIN AN INTERNET GAME

- a. Run Redline Racer and make sure you enter your name (this is used to identify you in the game).
- b. From the Main Menu click on 'Network'.
- c. This will take you to the 'Select Connection' screen. Choose the service provider you require (in this case 'Internet TCP/IP connection for Direct Play') and click 'OK'.
- d. A dialogue box will appear on screen. If you know the IP address of the person who created the game, type it in now. If not, just leave the box blank and the program will search for all available games.
- e. If you have typed in an IP address the program will try to find and display that game. If it cannot find the game a message will be displayed telling you this and providing an explanation of the possible reason. For example, you may have entered an incorrect IP address, the game may not be available or there may be a problem with your Internet connection.
- f. If you left the dialogue box blank a list of available games that the program has found will be displayed. Choose the one you wish to play and click on 'Join'. (If there are no games available then you can either wait for a new game to be started by someone else or you could host your own.)
- g. Now you will see the 'Network Game' screen. Here you can see a list of people who are in your game and you can 'talk' to them by clicking in the box by your name and typing a message. Their reply appears next to their name.
- h. The Host may have included computer bikes in the race or may have chosen to 'lock out' some places. A padlock icon inside the relevant box depicts the latter.
- i. Now choose a bike and look at the track picture to see which track the Host has chosen.

- j. When you are happy with your bike click OK so that the Host knows you are ready to start.
- k. Now just wait until all of the other players have joined the race - you will know when this has happened as the track will automatically start to load. This may take a few minutes.
- l. The race will end when everyone has crossed the finish line.
- m. Then, you'll get a race results screen. From here you will be returned to the Main Menu where you can start again.

C. MODEM GAMES

HOW TO HOST A MODEM GAME

- a. From the Main menu, click on 'Network'.
- b. This will take you to the 'Select Connection' screen. Choose the connection type (in this case choose 'Modem connection for Direct Play') and click 'OK'.
- c. This will take you to the 'Select Game' screen. Here you have two choices, 'Join' or 'Create'. In this example you wish to host the game so click on 'Create'.
- d. A modem dialogue box will be displayed. Click 'Answer' and wait for a connection from the other player.
- e. Once successfully connected you will be presented with the 'Network Game' screen. From here follow the instructions above for hosting a LAN game from step 'd' onwards.

HOW TO JOIN A MODEM GAME

- a. From the Main Menu, click on 'Network'.
- b. This will take you to the 'Select Connection' screen. Choose the connection type (in this case choose 'Modem connection for Direct Play') and click 'OK'.

- c. This will take you to the ‘Select Game’ screen. Here you have two choices, ‘Join’ or ‘Create’. In this example you wish to join another game so click on ‘Join’.
- d. A modem dialogue box will be displayed. Type in the number of the modem you wish to dial and then click ‘Connect’. The modem will now dial the Host.
- e. Once successfully connected you will be presented with the ‘Network Game’ screen. From here follow the instructions above for joining a LAN game from step ‘d’ onwards.

D. SERIAL CONNECTION

Two players can race against each other using a serial connection. To do this you will need to have a null modem cable. Before commencing the steps below connect the cable to both machines, noting the serial port you are using and ensuring that you use the same serial port for each machine.

HOW TO HOST A SERIAL GAME

- a. From the Main Menu, click on ‘Network’.
- b. This will take you to the ‘Select Connection’ screen. Choose the connection type (in this case choose ‘Serial connection for Direct Play’) and click ‘OK’.
- c. This will take you to the ‘Select Game’ screen. Here you have two choices, ‘Join’ or ‘Create’. In this example you wish to host the game so click on ‘Create’.
- d. A Serial Port Settings dialogue box will be displayed. Check that the settings are correct (and are the same for both machines) and click ‘OK’.
- e. Once successfully connected you will be presented with the ‘Network Game’ screen. Follow the instructions above for hosting a LAN game from step ‘d’ onwards.

HOW TO JOIN A SERIAL GAME

- a. From the Main Menu, click on ‘Network’.

- b. This will take you to the 'Select Connection' screen. Choose the connection type (in this case choose 'Serial connection for Direct Play') and click 'OK'.
- c. This will take you to the 'Select Game' screen. Here you have two choices, 'Join' or 'Create'. In this example you wish to join a game so click on 'Join'.
- d. A Serial Port Settings dialogue box will be displayed. Check that the settings are correct (and are the same for both machines) and click 'OK'.
- e. Once successfully connected you will be presented with the 'Network Game' screen.

From here follow the instructions above for joining a LAN game from step 'd' onwards.

10. TROUBLESHOOTING

For basic technical support questions see below. If this doesn't solve your problem try our web site or contact our technical support department at (514) 490-0887 ensuring you have the details of your computer's specifications (processor speed, graphics card, RAM etc.) and the exact details of your problem.

Q: WHY DOESN'T MY JOYSTICK WORK?

Is it plugged in correctly?

Check all the leads to the computer and if you have a powered joystick, check that the power supply is switched on.

HAVE YOU CONFIGURED YOUR JOYSTICK UNDER WINDOWS?

- a. Open Control Panel.
- b. Click on the 'Joystick' or 'Game Controllers' icon.

- c. Check that your joystick is listed in the box (This may just be a general name i.e. 'Standard 2 button GamePad').
- d. Click on the 'Calibrate' button.
- e. Follow the prompts - check that your joystick is responding to your movements.
- f. When finished click on 'Test' and check that the cross moves with your joystick and that all the buttons work.
- g. Your joystick is now configured to run under Windows.
- h. Restart Redline Racer and reconfigure the controls.

If this doesn't resolve the problem please check that you are able to use the joystick with another application to ensure that the problem does not lie with the joystick.

Q: WHY DON'T I HAVE ANY MUSIC WHEN PLAYING REDLINE RACER?

Start the game with the CD in the drive.

Does the light on your CD signify that the CD is being accessed? If it does it means that the CD is playing but you can't hear it. Try the following:

- a. Check that you have the Redline Racer CD-ROM in the correct drive
- b. Check the in-game and Windows volume settings.
- c. Check that your CD-ROM is connected to your soundcard

If the drive light does not indicate that the CD is being accessed then check that you have the CD-Audio Drivers installed.

When running Redline Racer you need the game CD to be in the drive that Windows plays CD-Audio from.

CHECK THE IN-GAME AND WINDOWS VOLUME SETTINGS

- a. Start the game with the Redline Racer CD in the drive.
- b. From the Main menu choose 'Configure' and then 'Sound'
- c. Try dragging the CD-Music bar. Can you hear the music?
- d. If not, quit to Windows, open the Control Panel and click on the 'Multimedia' tab.
- e. In 'Audio', check that the 'Show volume control on the taskbar' is ticked.
- f. Close the Control Panel and double click on the little speaker in the bottom right corner of your screen, next to the clock.
- g. Check that the volume setting in the CD-Audio Bar is turned up and ensure that the Mute box is NOT checked.

CHECK THAT YOU HAVE THE CD-AUDIO DRIVERS INSTALLED

- a. Open Control Panel and click on the 'Multimedia' tab.
- b. Click on the 'CD-Music' tab.
- c. If this is gray, then click on the 'Devices' tab and then on 'Media Control Devices'.
- d. Click 'Add' and choose '(MCI) CD Audio' from the list (you may need your Windows CD here).
- e. After adding the driver, click on the 'CD-Music' tab and change the drive letter to be the CD-ROM drive you wish to use.
- f. You may need to restart your computer at this point in order for the settings to take effect.
- g. Insert the Redline Racer CD again and try playing the game.

CHECK THAT YOUR CD-ROM IS CONNECTED TO YOUR SOUND CARD

It gets a bit technical now. You're going to need to open your computer for this one. If

you're not sure how to do this or if your computer is still under warranty don't attempt to do it yourself. Get a professional to do it.

- a. Open your PC and find the CD-ROM drive.
- b. Is there a thin lead (usually grey) coming from the back of the drive? If so, follow it and make sure it goes into your soundcard.
- c. If it's not in your CD-ROM then check if it's in your soundcard. If it is then find the loose end and connect it to the CD-ROM drive.
- d. If you can't find one then you will need to purchase one.

For more information contact your dealer or the CD-ROM or Sound card documentation.

11. NETWORK TROUBLESHOOTING

Q: WHY CAN'T I ACCESS A MULTI-PLAYER GAME?

If you're having problems with playing LAN/modem/Internet games please check the following:

- a. Is the network/modem connected properly?
- b. Are the correct drivers and protocols installed?

Q: IS THE NETWORK CONNECTED PROPERLY?

First check all of the cable connections to ensure that all the machines are actually connected. Then check that you are connected to the appropriate service. The easiest way to do this is as follows:

LAN:

Try connecting to your network server. If you are unable to do this it is likely that there is a problem with your connection rather than with the game. Contact your network administrator for help.

MODEM AND INTERNET:

Try connecting to your service provider. If you are unable to do this it is likely that there is a problem with your connection. Contact your service provider for help.

Q: ARE THE CORRECT DRIVERS AND PROTOCOLS INSTALLED?

- a. Open the Windows Control Panel
- b. Double click on the 'Network' icon
- c. Check that you have an Adapter installed, if not click on 'Add', then 'Adapter'. Then choose your adapter from the list (This may require a manufacturers driver disk).
- d. When you have an Adapter installed check that you have the required protocols. Common ones are IPX for LAN play and TCP/IP for Internet play.
- e. You can add these by clicking on 'Add' and then 'Protocols'. You may be asked for a Windows CD to complete this task.
- f. You should now have the required network drivers installed.

If you are still having problems make sure that you have DirectX5 installed. This should have been done when you installed Redline Racer. However you may have deleted it by accident. If so reinstall it from the Redline Racer CD.

A. EXPLANATION OF MULTI-PLAYER ERROR MESSAGES

NO BROWSER OR INTERNET CONNECTION FOUND OR INCORRECTLY CONFIGURED

The Redline Racer help system and web connection service need to use a web browser. This error will be produced if it cannot find one. To correct this try installing a browser such as Internet Explorer or Netscape Navigator. When connecting to the Web Site you will also need an Internet connection set up. You may need to have some access software running before trying to connect.

COULD NOT CREATE NETWORK GAME

This may mean that you do not have the required network protocol installed or that you are trying to create a game that already exists. See above for more info.

COULD NOT JOIN NETWORK GAME

This occurs if you try and join a game that is already racing or if you do not have the correct protocol installed. See above for more info.

COULD NOT CONNECT TO NETWORK SERVICE PROVIDER

This error will be given if Redline Racer cannot connect to a network. Check your Windows settings and protocols. See above for more info.

IPX NOT INSTALLED

When playing a LAN or modem game you will need to ensure that you have IPX installed on your machine. The easiest way to check whether this is the case is to try and create a LAN game following the instructions above. If IPX is not installed a dialogue will be displayed, both when you enter the network screen and again when you try and create a game.

To install IPX follow the instructions below:

- a. From the 'Start' button go to 'Settings' and then 'Control Panel'
- b. Double click on 'Network' icon
- c. In the Configuration window select 'Add'
- d. Double click on 'Protocol' and then select 'Microsoft'
- e. Select 'IPX/SPX-compatible Protocol' and click OK.
- f. You will now be back at the configuration window. In the list of network components double click on the Adapter and select 'Bindings'.
- g. Make sure that the box next to IPX/SPX-compatible Protocol is checked.
- h. Click OK
- i. You will have to restart Windows for the new settings to take effect.

HOW TO FIND OUT YOUR IP ADDRESS

If you are acting as the game host in an Internet game you will need to provide other people with your IP address. Your IP address may change each time you log on. In order to find out your IP address during a particular session follow the instructions below:

- a. From the Windows Start Menu select the MS-DOS Prompt
- b. At the prompt type "winipcfg" (Win 95) or "ipconfig" (Windows NT)
- c. Your IP address will be supplied on screen. Take note of it and then type EXIT to return to Windows.

12. CREDITS Many people were involved in making Redline Racer and we thank them all:

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